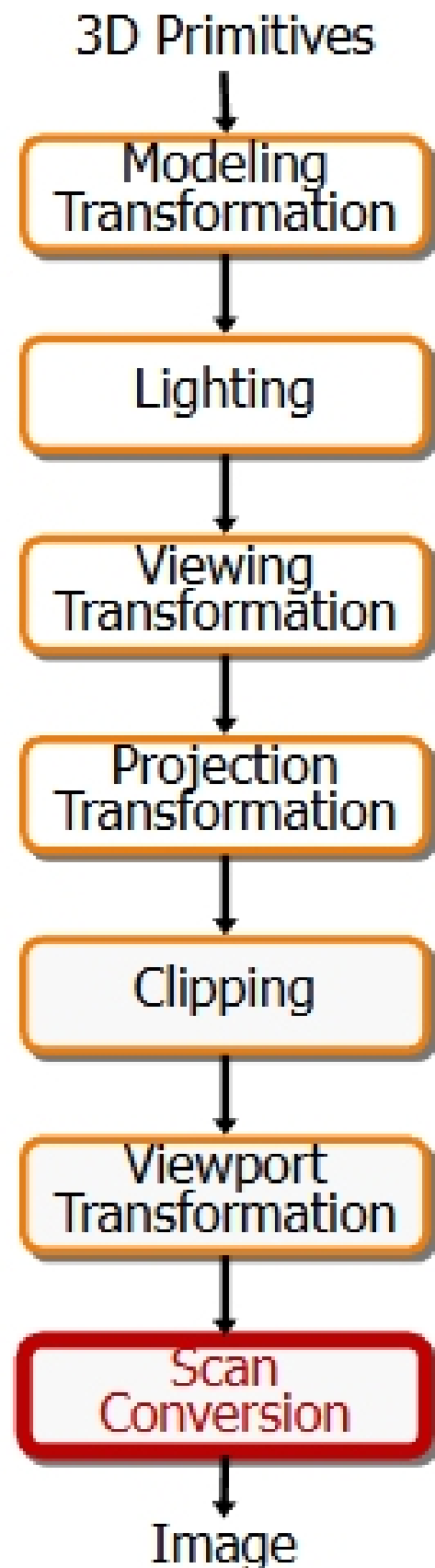




3D Rasterization II

COS 426

3D Rendering Pipeline (for direct illumination)





Rasterization

- Scan conversion
 - Determine which pixels to fill
- Shading
 - Determine a color for each filled pixel
- Texture mapping
 - Describe shading variation within polygon interiors
- Visible surface determination
 - Figure out which surface is front-most at every pixel